DUNGEONS & DRAGONS

Rules for Fantastic Medieval Wargames Campaigns Playable with Paper and Pencil and Miniature Figures

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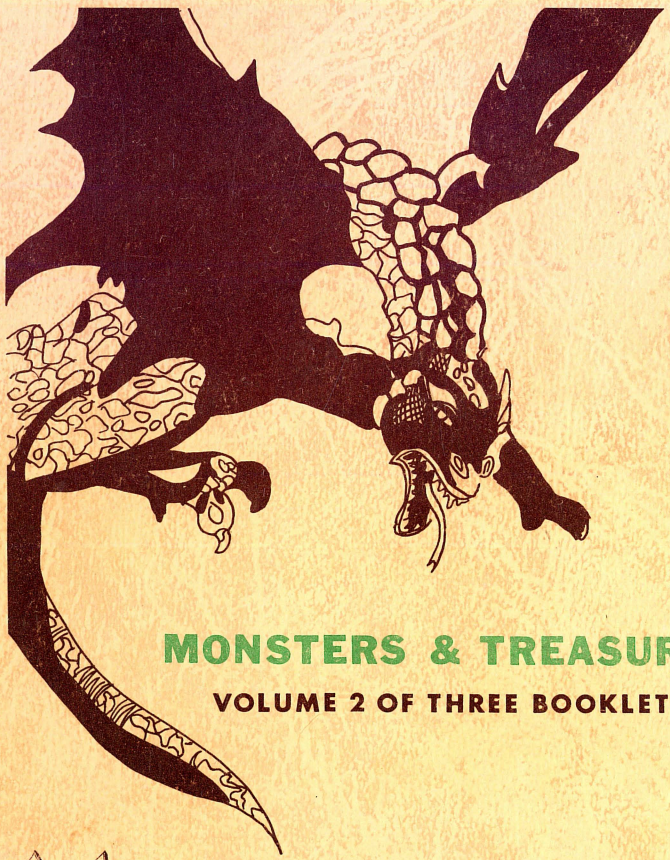

MONSTERS & TREASURE

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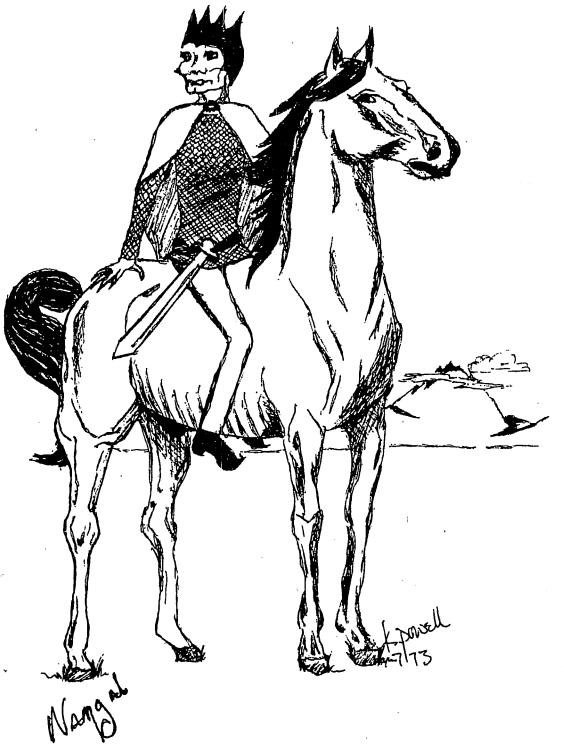
VOLUME 2
MONSTERS & TREASURE

BY
GARY GYGAX & DAVE ARNESON



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MONSTER REFERENCE TABLE, HOSTILE & BENIGN CREATURES:

Special characteristics are dealt with in the seperate paragraphs pertaining to each monster which follow this table.

Monster Type	Number Appearing*	Armor Class	Move in Inches **	Hit Dice	% In Liar	Type or Amount of Treasure
Men	30 - 300	All variable - - - - - - - -			15%	Type A
Goblins/Kobolds	40 - 400	6/7	6	1-1/1/2	50%	1-6 G.P. ea.
Orcs	30 - 300	6	9	1	50%	Type D
Hobgoblins/ Gnolls	20 - 200	5	9	1+1/2	30%	Type D
Ogres	3 - 18	5	9	4 +1	30%	1,000 G.P. + Type C
Trolls	2 - 12	4	12	6 +3	50%	Type D
Giants	1 - 8	4	12	8-12 +2	30%	5,000 G.P. + Type E
Skeletons/ Zombies	3 - 30	7/8	6	1/2	Nil	Nil
Ghouls	2 - 24	6	9	2	20%	Type B
Wights	2 - 24	5	9	3	60%	Type B
Wraiths	2 - 16	3	12/24	4	20%	Type E
Mummies	1 - 12	3	6	5 +1	30%	Type D
Spectres	1 - 8	2	15/30	6	25%	Type E
Vampires	1 - 6	2	12/18	7-9	20%	Type F
Cockatrices	1 - 8	6	9/18	5	35%	Type D
Basilisks	1 - 6	4	6	6 +1	40%	Type F
Medusae	1 - 4	8	9	4	75%	Type F
Gorgons	1 - 4	2	12	8	50%	Type E
Manticoras	1 - 4	4	12/18	6 +1	25%	Type D
Hydras	5-12 heads	5	12	5-12	25%	Type B
Chimeras	1 - 4	4	12/18	9	50%	Type F
Wyverns	1 - 6	3	9/24	7	60%	Type E
Dragons***	1 - 4	2	9/24	5-12	60%	Type H
Balrogs	1 - 6	2	6/15	10	25%	Type F
Gargoyles	2 - 20	5	9/15	4	25%	Type C
Lycanthropes***	2 - 20	Variable - - - - - - -			15%	Type C
Purple Worms	1 - 4	6	6	15	25%	Type D
Sea Monsters	All variable and at referee's descretion - - - - - - - - - -					
Minotaurs	1 - 8	6	12	6	10%	Type C

Monster Type	Number Appearing *	Armor Class	Move in Inches **	Hit Dice	% In Liar	Type or Amount of Treasure
Centaurs	2 - 20	5	18	4	05%	Type A
Unicorns	1 - 4	2	24	4	Nil	Nil
Nixies	10 - 100	7	12	1	100%	Type B
Pixies	10 - 100	6	9/18	1	25%	Type C
Dryads	1 - 6	5	12	2	20%	Type D
Gnomes	40 - 400	5	6	1	60%	Type C
Dwarves	40 - 400	4	6	1	50%	Type G
Elves	30 - 300	5	12	1 +1	25%	Type E
Ents	2 - 20	2	6	8	Nil	Nil
Pegasi	1 - 12	6	24/48	2 +2	Nil	Nil
Hippogriffs	2 - 16	5	18/36	3 +1	Nil	Nil
Rocs	1 - 20	4	6/48	6	20%	Type I
Griffons	2 - 16	3	12/30	7	10%	Type E
Invisible Stalkers	- - - - - -	3	12	8	Nil	Nil
Elementals	1	2	Variable	- - - -	Nil	Nil
Djinn	- - - - - -	5	9/24	7 +1	Nil	Nil
Efreet	- - - - - -	3	9/24	10	Nil	Nil
Ochre Jelly	1	8	3	5	Nil	Nil
Black Pudding	1	6	6	10	Nil	Nil
Green Slime	- - - - - -	---	Nil	2	Nil	Nil
Gray Ooze	- - - - - -	8	1	3	Nil	Nil
Yellow Mold	- - - - - -	---	----	----	Nil	Nil
Light Horse	- - - - - -	7	24	2	Nil	Nil
Medium Horse	- - - - - -	7	18	2 +1	Nil	Nil
Heavy Horse	- - - - - -	7	12	3	Nil	Nil
Draft Horse	- - - - - -	7	12	2 +1	Nil	Nil
Mule	- - - - - -	7	12	2 +1	Nil	Nil
Small Insects or Animals	6 - 36	Variable - - - - - - - - - - - - - - - - -				
Large Insects or Animals	2 - 16	Variable - - - - - - - - - - - - - - - - -				

* Referee's option: Increase or decrease according to party concerned (used primarily only for out-door encounters).

** Number after slash is flying speed. Creature may "charge" also and get bonus to normal move.

*** See seperate paragraphs regarding each monster for various possibilities.

Special Ability functions are generally as indicated in CHAINMAIL where not contradictory to the information stated hereinafter, and it is generally true that any monster or man can see in total darkness as far as the dungeons are concerned save player characters.

Attack/Defence capabilities versus normal men are simply a matter of allowing one roll as a man-type for every hit die, with any bonuses being given to only one of the attacks, i.e. a Troll would attack six times, once with a +3 added to the die roll. (Combat is detailed in Vol. III.)

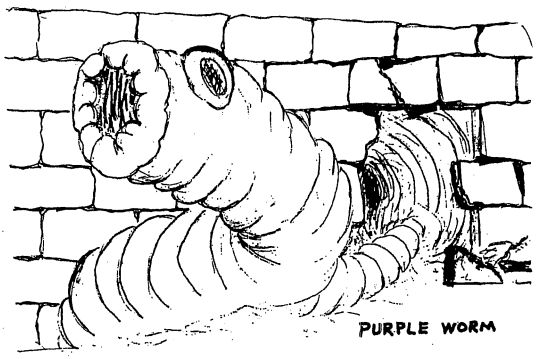
MONSTER DESCRIPTIONS:

MEN: There are several categories of men:

BANDITS: Although Bandits are normal men, they will have leaders who are super-normal fighters, magical types or clerical types. For every 30 bandits there will be one 4th level Fighting-Man; for every 50 bandits there will be in addition one 5th or 6th level fighter (die 1-3 = 5th level, die 4-6 = 6th level); for every 100 bandits there will be in addition one 8th or 9th level fighter (die 1-3 = 8th, die 4-6 = 9th). If there are over 200 bandits there will be 50% chance for a Magic-User (die 1-4 = 10th level, die 5,6 = 11th level) and a 25% chance for a Cleric of the 8th level. If there are exactly 300 bandits there will absolutely be a Magic-User, and the chance for a Cleric goes up to 50%. There is also a chance that there will be magical accouterments with the super-normal types:

Type			
5% chance for Fighting-Men for each level, roll for	Armor	Shield	Sword
5% chance for Magic-Users for each level, roll for	Wand/Staff	Ring	Misc. Magic
5% chance for Clerics for each level, roll for	Misc.Weapon*	Armor	Shield

* if edged weapon indicated by roll go to Wand/Staff table and roll again, but if result not usable by Cleric there is no item in this catagory.



Example of Bandits: Assume 183 bandits are encountered. There will be the following super-normal types with them:

six Fighting-Men of 4th level
three Fighting-Men of 5th or 6th level
one Fighting-Man of the 8th or 9th level (the leader)

Using percentile dice a score of 20% or less would indicate that the 4th level fighters had magical Armor, Shield, and/or Sword (check for each fighter by catagory); a roll of 25% or 30% (or less) would indicate the same for the 5th or 6th level fighters; and a score of 40% or 50% (or less) would indicate the same for the 8th or 9th level fighter.

Armor Class: See Composition of Force below.

Movement in Inches: See Composition of Force below.

Hit Dice: 1 die/man.

Composition of Force: Light Foot (Leather Armor & Shield) = 40%; Short Bow (Leather Armor) or Light Crossbow (same) = 25%; Light Horse (Leather Armor & Shield) = 25%; Medium Horse (Chain Mail & Shield, no horse barding) = 10%. All super-normal individuals with the force will be riding Heavy, barded horses.

Alignment: 50% chance of Neutrality, 50% chance of Chaos.

BERSERKERS: Berserkers are simply men mad with battle-lust. They will have only Fighting-Men with them as explained in the paragraphs above regarding Bandits. They never check morale. When fighting normal men they add +2 to their dice score when rolling due to their ferocity.

Armor Class: Leather Armor.

Movement in Inches: 12".

Hit Dice: 1 die +1/man.

Alignment: Neutrality.

BRIGANDS: Same as Bandits except +1 morale and Chaos alignment.

DERVISHES: Dervishes are fanatically religious nomads who fight as Berserkers, never checking morale, with +1 on hit dice, and otherwise as Nomads (below), except they will always be led by an 8th - 10th level Cleric and are Lawful in alignment.

NOMADS: These raiders of the deserts or steppes are similar to Bandits as far as super-normal types and most other characteristics go:

Composition of Forces:

Nomads of the Desert*		Nomads of the Steppes	
Light Horse Lancers	50%	Light Horse Lancers	20%
Light Horse Bowmen	20%	Light Horse Bowmen	50%
Medium Horse Lancers	30%	Medium Horse Lancers	10%
		Medium Horse Bowmen	20%

* Encampments will be guarded by an additional 20-40 medium foot with composite bows.

BUCCANEERS: Buccaneers are water-going Bandits in all respects except composition of their force:

Composition of Force: Light Foot = 60%; Light Crossbow = 30%; and Heavy Crossbow (Chain Mail) 10%, crossbows are heavy.

PIRATES: Pirates are the same as Buccaneers except they are aligned with Chaos.

CAVEMEN: Cavemen fight as 2nd level Fighting-Men, armed with weapons equal to Morning Stars. They have no armor but get 2 Hit Dice. They have -1 morale. Alignment is always Neutrality.

MERMEN: Mermen are similar to Berserkers in most respects, but they fight at -1 on land. They are armed with tridents and darts (50/50). Armor class is equal to Leather Armor.

GOBLINS: These small monsters are as described in CHAINMAIL. They see well in darkness or dim light, but when they are subjected to full daylight they subtract -1 from their attack and morale dice. They attack dwarves on sight. Their hit dice must always equal at least one pip.

Composition of Force: When in their lair the "goblin king" will be found. He will fight as a Hobgoblin in all respects. He will be surrounded by a body of from 5 - 30 (roll five six-sided dice) guards as Hobgoblins also.

KOBOLDS: Treat these monsters as if they were Goblins except that they will take from 1 - 3 hits (roll a six-sided die with a 1 or 2 equalling 1 hit, a 3 or 4 equalling 2 hits, etc.).

ORCS: The number of different tribes of Orcs can be as varied as desired, basing the decision on Tolkein or random chance. Once decided upon, simply generate a random number whenever Orcs are encountered, the number generated telling which tribe they belong to, keeping in mind inter-tribal hostility. When found in their "lair" it will be either a cave complex (die 1-4) or a village (die 5-6). The cave complex will be guarded by sentries. A village will be protected by a ditch and pallisade defense, 1 light catapult per 50 Orcs, and a high central tower of some kind. Orcs found in a cave will possibly have strong leader/protector types, as will those in villages:

	Cave Complex	Village
7th - 9th Level Fighting-Man	Nil	25%/100 Orcs
11th Level Magic-User	Nil	10%/100 Orcs
Balrog	25%/100 Orcs	Nil
Dragon	10%/100 Orcs	Nil
1-6 Ogres	10%/ 50 Orcs	15%/ 50 Orcs
1 - 4 Trolls	10%/100 Orcs	Nil

Orcs will defend their lair without morale checks until they are outnumbered by 3-1.

If found other than in their lair Orcs may be escourting a wagon train of from 1-8 wagons. There is a 50% chance for this. Each wagon will be carrying from 200 - 1,200 Gold Pieces. Wagon trains will have additional Orcs guarding them,

10 per wagon, and be lead by either a Fighting-Man (die 1 = Champion, die 2-4 = Superhero, die 5, 6 = Lord) or Magic-User (die 1 = Sorcerer, die 2-4 = Necromancer, die 5,6 = Wizard), 50% chance for either (die 1-3 = fighter, die 4-6 = magical type).

Note that if Orcs are encountered in an area which is part of a regular campaign map their location and tribal affiliation should be recorded, and other Orcs located in the same general area will be of the same tribe.

Orcs do not like full daylight, reacting as do Goblins. They attack Orcs of different tribes on sight unless they are under command of a stronger monster and can score better than 50% on an obedience check (4-6 with a six-sided die for example).

HOBGOBLINS: These monsters are large and fearless Goblins, having +1 morale. The Hobgoblin king will fight as an Ogre, as will his bodyguard of from 1 -4 in number.

GNOLLS: A cross between Gnomes and Trolls (... perhaps, Lord Dunsany did not really make it all that clear) with +2 morale. Otherwise they are similar to Hobgoblins, although the Gnoll king and his bodyguard of from 1 -4 will fight as Trolls but lack regenerative power.

OGRES: These large and fearsome monsters range from 7 to 10 feet in height, and due to their size will score 1 die +2 (3-8) points of hits when they hit. When encountered outside their lair they will carry from 100 to 600 Gold Pieces each.

TROLLS: Thin and rubbery, loathsome Trolls are able to regenerate, so that beginning the third melee round after one is hit it will begin to repair itself. Regeneration is at the rate of 3 hit points per turn. Even totally sundered Trolls will regenerate eventually, so that unless they are burned or immersed in acid they will resume combat when they have regenerated to 6 or more hit points. In strength they are about equal to an Ogre, but as they use only their talons and fangs for weapons, only one die of damage is scored when they hit an opponent.

GIANTS: As stated in CHAINMAIL, Giants act as mobile light catapults with a 20' range. Due to their huge weapons all Giants will score two dice of damage when hitting an opponent. Wandering Giants will carry from 1,000 to 6,000 Gold Pieces with them in their usual copious shoulder sack. Note that there can be many types of Giants including the following:

Giant Type	Hit Dice	Lair Is	Approx. Size	Unusual Characteristics
Hill Giant	8	Cave	12'	None
Stone Giant	9	Cave	15'	Throw as heavy catapult
Frost Giant	10+1	Castle	18'	Impervious to cold 2 dice +1 hit damage
Fire Giant	11+3	Castle	12'	Impervious to fire 2 dice +2 hit damage
Cloud Giant	12+2	Castle	20'	Keen sense of smell 3 dice hit damage

Hill Giants are the most common (60%) while the others are seldom encountered

(10% each type, total 40%). Those Giants who abide in castles sometimes have additional guards. There is a 50% chance that some other monster will be there: die 1-4 = a Hydra of from 5 - 10 heads; die 5 or 6 is either from 6 - 36 wolves or from 3 - 18 bears.

SKELETONS/ZOMBIES: Skeletons and Zombies act only under the instructions of their motivator, be it a Magic-User or Cleric (Chaos). They are usually only found near graveyards, forsaken places, and dungeons; but there is a possibility of their being located elsewhere to guard some item (referee's option). There is never any morale check for these monsters; they will always attack until totally wiped out.

GHOULS: As stated in CHAINMAIL for Wights, Ghouls paralize any normal figure they touch, excluding Elves. They otherwise melee in the regular fashion and are subject to missile fire. Any man-type killed by a Ghoul becomes one.

WIGHTS: Barrow Wights (per Tolkein) are nasty critters who drain away life energy levels when they score a hit in melee, one level per hit. Thus a hit removes both the hit die and the corresponding energy to fight, i.e. a 9th level fighter would drop to 8th level. Wights cannot be affected by normal missile fire, but silver-tipped arrows will score normal damage, and magic arrows will score double hits upon them. Magical weapons will score full hits upon them, and those with a special bonus add the amount of the bonus in hit points to the hits scored. Men-types killed by Wights become Wights. An opponent who is totally drained of life energy by a Wight becomes a Wight.

WRAITHS: These monsters are simply high-class Wights with more mobility, hit dice, and treasure. Hits by silver-tipped arrows will score only 1/2 die of damage, and magic arrows only score 1 die of damage when they hit.

MUMMIES: Mummies do not drain life energy as Wights and Wraiths do, but instead their touch causes a rotting disease which makes wounds take ten times the usual time for healing. A Cleric can reduce this to only twice as long with a Cure Disease spell if administered within an hour. Only magic weaponry will hit Mummies, and all hits and bonuses are at one-half value against them. Note, however, that Mummies are vulnerable to fire, including the ordinary kind such as a torch.

SPECTRES: These monsters have no corporeal body which makes them totally impervious to all normal weaponry (but can be struck by all magical weapons), including silver-tipped arrows. (The Nazgul of Tolkein now fall into this catagory rather than as Wraiths as stated in CHAINMAIL.) They drain two life energy levels when they score a hit. Men-types killed by Spectres become Spectres under the control of the one who made them.

VAMPIRES: These monsters are properly of the "Undead" class rather than Lycanthropes. If they are exposed to direct rays of sunlight, immersed in running water, or impaled through the heart with a wooden stake they are killed; otherwise they can be hit only as Spectres, but such hits do not kill them but only force them to assume gaseous form if they lose all hit points. Vampires drain two life energy levels as do Spectres when they hit an opponent in combat. They regenerate during combat as do Trolls, but they do so immediately upon being hit at the rate of three hit points per turn. Vampires can command help by calling to them from 10 to 100 rats or bats or from 3 to 18 wolves. They can polymorph themselves into either a huge bat or into a gaseous form, doing either at will. They Charm men-types merely by looking into their eyes (treat as a Charm

Person spell with a minus 2 for the object's saving throw against magic). Vampires cannot abide the smell of garlic, the face of a mirror, or the sight of a cross. They will fall back from these if strongly presented. They must always return to a coffin whose bottom is covered with soil from their native land during the daylight hours. Men-types killed by Vampires become Vampires under the control of the one who made them.

COCKATRICE: The Cockatrice is a less powerful but more mobile Basilisk. It turns opponents to stone by touch. The Cockatrice is able to fly. They are not intelligent.

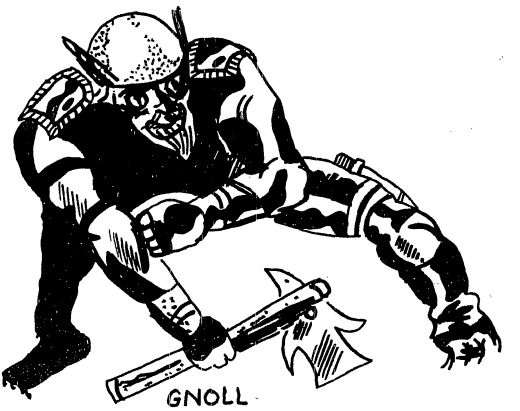
BASILISK: Although this creature cannot fly, it has the power of turning to stone those whom it touches and those who meet its glance, but it in turn can be petrified by the reflection of its own eyes if the light is sufficient, and it looks at a good reflector. The Basilisk is not intelligent.

MEDUSAE: A human-type monster with the lower body of a snake, a human torso and head, with tresses which are asps. It is able to turn those who look at its eyes to stone, while the bite of the snakes which cover its head is deadly (poison). As it is intelligent it will cleverly attempt to beguile victims into looking at it. It also is subject to the effects of its reflected glance.

GORGONS: These bull-like monsters have scales of iron covering their hides and a breath which is capable of turning to stone those who are within its 6' range.

MANTICORAS: Huge, lion-bodied monstrosities with men's faces, horns, dragon wings, and a tail full of iron spikes. There are 24 of these spikes in a Manticora's tail, and they can be fired 6 at a time in any one direction with the range (18') accuracy and effect of a crossbow. Their favorite prey is man.

HYDRAS: Unlike the standard mythological concept of the Hydra being a snake with many heads, these beasts are large dinosaurs with multiple heads. Because of its size and constitution, each head is represented by one hit die, and the hit die per head is generally of six pips. Thus a six-headed Hydra has six hit dice of six pips each, or 36 total points. When six hit points are scored on it one head is then killed. Hydras of five heads fight as 5th level fighters, those with six heads as 6th level fighters, and so on. A ten-headed Hydra would fight as a 10th level fighter even when it had but one head left. Usually all of a Hydra's heads can attack simultaneously.



CHIMERAS: Combining the worst of many creatures, a Chimera has the forebody of a great cat, the hind quarters of a goat, dragon wings, and three heads. The goat's head can gore with its long and sharp horns, the lion's head can tear with its great fangs, and the dragon's head can either bite or breath fire (but with a range of only 5' and but three dice damage).

WYVERNS: These monsters are relatives of Dragons, but they are smaller and have but two legs. A Wyvern hasn't the fearsome breath of a true Dragon, but they are equipped with a poisonous sting in their tail and poison enough to use it repeatedly. It is their primary defense, and they will use it two-thirds of the time (biting otherwise, die 5 or 6 indicates the latter). The tail is mobile and can be brought over the back to reach any opponent standing before its head.

DRAGONS: There are six varieties of Dragons, each with seperate characteristics in particular and other things in common. The varieties will be dealt with first:

Dragon Type	Breath Weapon	Breath Range & Shape	Hit Dice	Chance of Talking/Sleeping
White	Cold	8" x 3" cone	5 - 7	25% / 60%
Black	Acid	6" x 1/2" line	6 - 8	40% / 50%
Green	Chlorine Gas	5" x 4" cloud	7 - 9	55% / 40%
Blue	Lightening	10" x 1/2" line	8 - 10	70% / 30%
Red	Fire	9" x 3" cone	9 - 11	85% / 20%
Golden	Fire or Gas	(as applicable)	10 - 12	100% / 10%

Breath Weapons: The Dragon is able to use its breath but three times per day, so sometimes it will bite instead. To determine this simply roll two six-sided dice; a score of six or less indicates the Dragon will bite, but a seven or better indicates it will breathe.

Cone-shaped breath weapons originate from the mouth of the Dragon at 1/2" diameter.

Line-shaped breath weapons will travel in a straight line beginning at the height of the Dragon's head at the time it releases.

Cloud-shaped breath weapons extend from ground level to a height of 3".

Hit Dice: The number of dice is an indication of the size of the creature. Most will fall in the middle, but 20% will be small and 20% very large. The value of the hit dice, as well as the value of the breath weapon, will be subject to the maturity of the Dragon.

Maturity:

Die Roll to Determine	Description / Age	Value of Hit Dice and Breath Weapon
1	Very Young / 1-5 years	1 per die
2	Young / 6-15 years	2 per die
3	Sub-Adult / 16-25 years	3 per die
4	Adult / 26-75 years	4 per die
5	Old / 76-100 years	5 per die
6	Very Old / 100+years	6 per die

Special Characteristics:

White Dragons will be found only in cold regions.

Black Dragons will be found only in swamps and marshes. If the Dragon can talk there is a 5% chance it can use magic, 1st level only.

Green Dragons frequent woods and forests. If the Dragon can talk there is a 10% chance it can use magic, 1st and 2nd level spells.

Blue Dragons are at home in the deserts and arid lands. There is a 15% chance that talking Blue Dragons can use magic spells of from the 1st and 2nd level.

Red Dragons inhabit mountainous and hilly regions. If the dragon can talk there is a 15% chance it can use magic, 1st through 3rd levels.

Golden Dragons are able to abide anywhere, as they are actually a class unto themselves. These monsters are by far the most intelligent of all their kind, and they are able to use magic. They can employ spells up to the 6th level, gaining one level for each of their stages of maturity, having one spell for each hit die they have. Golden Dragons are the only Dragons which are Lawful in nature although this exception is not noted on the Alignment table. They will often appear as human or in some other guise. They will not usually serve any character.

Attacking Dragons: Sleeping Dragons may be attacked with a free melee round by the attacker and +2 on hit dice for chances of hitting.

Certain weapons will be more or less effective than others against the various types of Dragons. This is indicated on the following chart, the number indicating the addition or subtraction for the probability of hitting as well as the amount of damage done.

Dragon Type	Attack by: Water	Fire*	Ltng.	Air**	Earth***
White	-1	+1	+1	-	-1
Black	+1	-	-	-	-1
Green	-	-	-	+1	-
Blue	-1	+1	-1	-	-
Red	+1	-1	-	-1	-1
Golden	-	-	-	-	-

* Includes attack by Efreet or Fire Elementals.
** Includes "whirlwind", Air Elemental, of Djinn attack.
*** Attack by an Earth Elemental.

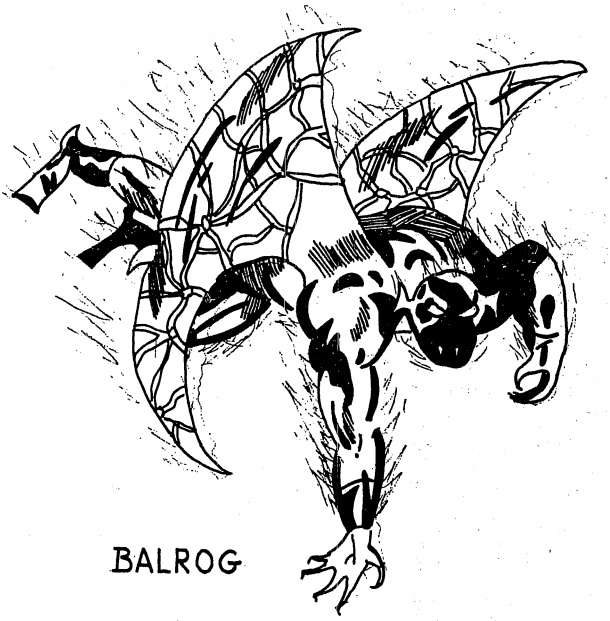
Subduing Dragons: Any attack may be to subdue rather than to kill, but this intent must be announced before melee begins. When intent to subdue is announced hits scored upon the Dragon are counted as subduing rather than killing points. Each round of melee the number of points scored in hits is ratioed over the total number the Dragon has (hit point total), the hits obtained being stated as a percentile of the total possible, i.e. 12%, 67%, etc. The percentile dice are then rolled to determine if the Dragon has been subdued. A roll equal to or less than the percentage of hits already obtained means the Dragon is subdued. For example:

A "Very Old", 11 Hit Dice Red Dragon is encountered asleep in its cavernous lair. Three fighters creep in and strike to subdue. All three hit scoring respectively 2, 3, and 6 points, or 11 points total. 11 ratioed over 66 (the number of hit points the Dragon can absorb before being killed or in this case subdued) is 1/6th or 17%. The referee checks to determine if the Dragon is subdued and rolls over 17 on the percentile dice. The Dragon is not subdued, and a check is then made to see whether he will bite or use his breath weapon during the second melee round. The result indicates he will breathe. The attackers strike again and once more all hit for a total of 12 points. The Dragon breathes and as none make their saving throws the attackers are all killed for they take 66 points of damage from Dragon fire. Subsequently, the referee rolls 01 on the percentile dice (any roll up to 34 would have indicated success) indicating that had the attackers survived they would have subdued the Red Dragon that turn.

Not more than eight man-sized creatures can attempt to subdue any one Dragon.

Value of Subdued Dragons: Subdued Dragons can be sold on the open market (going out of existance in the game) for from 500 to 1,000 Gold Pieces per hit point it can take. Thus, the Red Dragon in the above example would be worth from 33,000 to 66,000 Gold Pieces. Offers are determined by the referee merely by rolling a six-sided die to see if the offer will be 500 (die 1) 600 (die 2), etc. Gold Pieces. Of course the character or characters who subdued the Dragon could keep it in their own service or sell it to other players for whatever they could get.

Length of Subdual: A subdued Dragon will remain in that state until such time as an opportunity presents itself to escape or kill its master presents itself, but as long as the master is in a commanding position it will not attempt either course.



BALROG

Two or More Dragons: If two Dragons are encountered they will be a mated pair of at least the 4th age catagory. If three or four Dragons are encountered they will constitute a family group of a male, female and one or two young. The adults will be of the 4th or greater age catagory, the young of the 1st. If the young are attacked both parents will automatically use their breath weapons. If the female is attacked the male will attack at double value unless he is simultaneously attacked, and vice versa.

Dragon Treasure: Very Young and Young Dragons are unlikely to have acquired treasure. Sub-Adult Dragons will have about half the indicated treasure for Dragons. Very Old Dragons can have as much as twice the indicated amount.

BALROGS: Balrogs are highly intelligent monsters with a magical nature. There is a high probability that spells will not work against them. To determine success of spells use a base of 75% resistance at the 11 th level and adjust upwards or downwards in 5% incriments, i.e. a 12th level Magic-User would have a 70% chance of resistance. Balrogs cannot be subdued, but they can be enlisted in the service of a strong chaotic character. There is, of course, always the possibility that the Balrog will attempt to assume command himself, for Chaotic creatures will generally obey a Balrog before a human (except for an Evil High Priest who is slightly more influential). Balrogs have those charactertistics indicated in CHAINMAIL, but when fighting fantastic opponents they attack in two ways each turn: The normal attack is with a magical sword of +1 value, and if the Balrog immolates (any score of 7 or better on two six-sided dice, check each turn of melee) it also attacks with its whip. If the whip hits the Balrog drags the opponent against its flaming body, doing two dice of damage! In this manner a Balrog can fight one or two opponents at the same time.

GARGOYLES: As depicted in medieval architecture, the Gargoyle is a reptillian beast with horns, talons, fangs, bat-like wings, and often bipedal. They are hostile and generally (75%) attack with no provocation regardless of the fact that they may be attacking other Chaotic creatures. They are at least semi-intelligent, and usually can be relied upon to behave with forethought and planning.

LYCANTHROPES: There are four kinds of Lycanthropes with varying Armor Class, Movement, and Hit Dice.

Type	Armor Class	Movement	Hit Dice	Alighment
Werewolf	5	15	4	Neutral/Chaos
Wereboar	4	12	4 + 1	Neutral/Chaos
Weretiger	3	12	5	Neutral/Chaos
Werebear	2	9	6	Law/Neutral

Groups of Lycanthropes are either packs or family packs. Packs are from 2 - 4. Family packs are from 5 - 8. Groups of from 8 to 20 are more likely to be packs (two-thirds) than several family packs (one-third).

A family pack will consist of two adults and the balance of young of varying age (one-half to nine-tenths grown). If the young are attacked the female adult will fight at triple value for four melee rounds, but thereafter drop to one-half value. If an adult female is attacked its mate in the family pack will fight at double

value thereafter. When adults are killed all young under nine-tenths grown will be subdued, those of nine-tenths growth will fight until dead. Anyone seriously wounded by Lycanthropes (assume about 50% of total possible damage) will be infected and himself become a similar Lycanthrope within 2 - 24 days unless they are given a Cure Disease spell by a Cleric.

PURPLE WORMS: These huge and hungry monsters lurk nearly everywhere just beneath the surface of the land. Some reach a length of 50 feet and a girth of nearly 10 feet diameter. There is a poisonour sting at its tail, but its mouth is the more fearsome weapon, for it is so large as to be able to swallow up to ogre-sized opponents in one gulp. Any hit which scores over 20% of the minimum total required to hit, or 100% in any case, indicates the Purple Worm has swallowed its victim. In six turns the swallowed creature will be dead. In twelve turns it will be totally digested and irrecoverable. Purple Worms never check morale and will always attack.

SEA MONSTERS: As a general rule these creatures are more for show than anything else. However, they could guard treasure. The typical Sea Monster of mythology is equal in size to a Purple Worm, and they work upwards from there to double or treble that size. The best guide is a book on prehistoric life forms, from which the referee can pick a number of suitable forms for his Sea Monster. Typically, hits from a Sea Monster would inflict 3 or 4 dice of damage.

MINOTAURS: The Minotaur is classically a bull-headed man (and all of us who have debated rules are well acquainted with such). Assume that they are above human size and are man-eaters. Minotaurs need never check morale. They will always attack. They will persue as long as their prey is in sight.

CENTAURS: At worst these creatures are semi-intelligent, and therefor Centaurs will always carry some form of weapon: 50% of a group will carry clubs (equal to Morning Stars), 25% will carry lance-like spears, and the balance will be armed with bows (composite bow, foot-type). In Melee the Centaur will attack twice, once as a man and once as a medium horse. Centaurs will be found in hidden glens. It is there that both their females and young are and where their treasure is hidden. In the lair (glen) will be found from 1-6 additional males, females equal in number to twice the total number of males, and young equal to the number of males. Females are not generally armed and will not fight, and the young are also non-combatant, except in life-and-death situations.

UNICORNS: Only a maiden (in the strictest sense of the term) of pure and noble heart may approach the fierce and elusive Unicorn. Unicorns may be ridden by maiden-warriors and will obey them. Otherwise, they will avoid human contact, unless pressed. When attacking the Unicorn fights as a lance on its first charge and as spear and heavy horse thereafter. In addition Unicorns are very magical. They resist magic as if they were an 11th level Magic-User. They can sense the approach of enemies at 24". They are able to transport both themselves and their riders as if they were using a Dimension Door spell, up to the full 36" distance, once per day.

NIXIES: These water sprites are neutral in nature, but they will always seek to lure humans beneath the waters to enslave them for one year. For every 10 Nixies that appear there will be one Charm Person spell being cast at any person within 3" of their lair. Any charmed character will immediately proceed underwater and remain there until the year is up when he is freed. A Dispell Magic spell has a 75% chance of succeeding before the charmed character is immersed. Nixies are

otherwise armed with daggers and javelins (6" throwing range). In the water they will be accompanied by a school of the largest and fiercest fish living therein -- probably muskie, pike, or gar -- the size of the school being 10 - 100 fish. The fish will attack on command from the Nixies, but flame (such as a flaming sword) will keep the fish back but not the Nixies.

PIXIES: Air sprites as described in CHAINMAIL, Pixies can be made visible, or make themselves visible, but they are naturally invisible to human eyes. Therefor, they are able to attack while remaining generally invisible. They can be seen clearly only when a spell to make them visible is employed, although certain monsters such as Dragons and high-level fighters will be aware of their presence.

DRYADS: The beautiful tree sprites of mythology, Dryads are each a part of their own respective tree and will stay within 24" of their trees. They are shy and non-violent, but they have a powerful Charm Person spell with a +10% chance of succeeding, and anyone who approaches/follows a Dryad is likely (90%) to have the spell thrown at him. Anyone charmed by a Dryad will never return from the forest. Dryads have exact knowledge of the woods around them.

GNOMES: Slightly smaller than Dwarves, and with longer beards, these creatures usually inhabit the hills and lowland burrows as opposed to the mountainous homes which Dwarves choose. They are more reclusive than their cousins, but in all other respects resemble Dwarves.

DWARVES: Because of their relatively small size, clumsy monsters like Ogres, Giants and the like will have a difficult time hitting Dwarves, so score only one-half the usual hit points when a hit is scored. Any body of Dwarves will have one above average fighter for every 40 in the group, and to determine the level simply roll a six-sided die, the number of pips equalling the level of fighting of the dwarf. If in their lair the score will be adjusted so that 1 or 2 equals 3rd level, 3 or 4 equals 4th level and 5 or 6 equalling 5th and 6th levels respectively. For every level of fighting ability there will be a 10% chance that the dwarf will have a magic shield, magic armor, or a magic sword (die 1-4) or hammer (die 5,6). Unintelligent beasts may sometimes be used by Dwarves to form a part of their defenses (domesticated bears, wolves, or whatever at the referee's option). They are otherwise as outlined in CHAINMAIL.

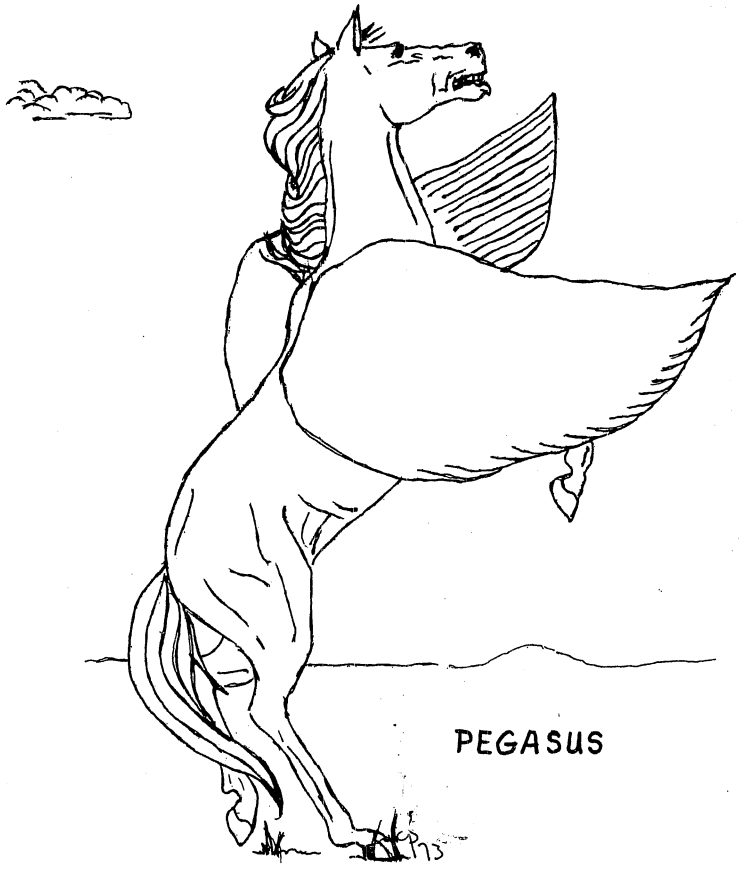
ELVES: Elves are of two general sorts, those who make their homes in woodlands and those who seek the remote meadowlands. For every 50 Elves encountered there will be one of above-normal capabilities. Roll a four-sided die for level of fighting and a six-sided die for level of magical ability, treating any 1's rolled as 2's and 6's (magical level) as 5's. For every 100 encountered there will be a Hero/Warlock. One-half of the Elves in any given party will be bow armed, the other half will bear spears, and all will have swords in addition. Elves have the ability of moving silently and are nearly invisible in their gray-green cloaks. Elves armed with magical weapons will add one pip to dice rolled to determine damage, i.e. when a hit is scored the possible number of damage points will be 2-7 per die. Elves on foot may split-move and fire. Mounted Elves may not split-move and fire, for they are not naturally adapted to horseback.

ENTS: These tree-like creatures are encountered only in forests and woodlands. They have the ability to command plants like themselves, so if they are within 6" of a tree they may cause it to move 3" per turn, each commanding up to two trees in this manner. Although Lawful in nature, Ents are not prone to involve themselves in affairs which do not directly concern them.

PEGASI: Winged horses are wild and shy, being most difficult to capture. They will serve only Lawful characters, and once captured Pegasi are the equal to any horse in battle, for they fight as heavy horses.

HIPPOGRIFFS: Although the name would imply a cross between the horse and the Griffon, the Hippogriff is another kind of beast entirely. They are fierce fighters, attacking with both their hooves and with their sharp beaks. They are otherwise similar to Pegasi in nature, although the two creatures do not herd together and will normally fight each other.

ROCS: This term has been used to encompass large and fierce birds such as the "Eagles" of Tolkein, but the Roc of mythology preys upon elephants! Therefor, the data given for Rocs is understood to be that for the small variety, and that for the largest Rocs should be doubled or even trebled. All Rocs nest high in the most inaccessible mountains, and if an encounter is made when Rocs are in their lair, that is their nest, there is a 50% chance there will be from 1-6 young therein (eggs, chicks, or fledglings). Young Rocs can be tamed and taught to serve as steeds. Adults are always hostile if there are young in the nest. Otherwise they will be positively hostile only to Chaos and Neutrality, ignoring (80%) or being friendly (20%) to Lawful characters who do not attempt to approach too close.



GRIFFONS: These creatures are the most prized of steeds, for they are swift, loyal, and fierce. However, they are fond of horse flesh above all other foods, so the two creatures cannot be mixed or even brought within 36" of each other. In their wild state Griffons will attack anyone nearby with little provocation, particularly if their lair is nearby.

INVISIBLE STALKERS: As previously noted (Vol. I) these are monsters created by level 6 spells, uttered directly or from scrolls. They are faultless trackers. They follow continually until their mission is accomplished at which time they return to the non-dimension from whence they came. Until their mission is completed they will never vary, and must be destroyed by attack to be stopped, although a Dispell Magic spell will also work. The referee should note, however, that Invisible Stalkers resent missions which entail long periods of continuing service such as guarding a Magic-User for a month, a year, etc. They will then seek to fulfill the letter of their duties by perverting the spirit. For example: An Invisible Stalker is ordered to: "Guard me against all attack, and see that I come to no harm." In order to faithfully fulfill this endless duty the Invisible Stalker will have to take the Magic-User to its non-dimensional plane and place him in suspended animation, and assume this is accomplished whenever a 12 is rolled with two six-sided dice, checking either daily or weekly as the campaign progresses.

ELEMENTALS: There are four types of Elementals: Air, Earth, Fire, and Water. Each will be dealt with seperately. There are variations of strength (hit dice) within all four types:

Conjured Elementals	16 Hit Dice
Device* Elementals	12 Hit Dice
Staff Elementals	8 Hit Dice

* Those from medallions, stones, gems, or bracelets.

Regardless of the strength of an Elemental, only one of each type can be brought into existance during any "day". Thus, if a character possessed a device to call up an Air Elemental, but before he could employ it an opponent conjured an Air Elemental, another could not be created until the next day.

Air Elementals: Air Elementals move only by flying, moving at a maximum rate of 36". When engaged in combat in the air they add +1 to damage scored from hits. They normally do one die roll of damage. They can turn into a whirlwind which will sweep all creatures under two hit dice away, the whirlwind being conical in shape, 3" diameter at the base, 6" diameter at the top, and as high as the number of hit dice possessed by the Elemental (16", 12" or 8"). Forming a whirlwind requires one full turn as does dissolving it.

Earth Elementals: Earth Elementals move but 6" per turn and can not cross water. However, when they hit they score damage with three dice (3-18 points) against any opponent which rests upon the earth, and they score two dice of damage against all other opponents. They have the effect of a super battering ram against walls, scoring damage as if they were striking an opponent (3-18 points).

Fire Elementals: Fire Elementals move up to 12" per turn. They score two dice of damage against all non-fire-using opponents, and one die +1 (2-7 hit points of damage) against fire-using opponents. They act as incindiaries when in contact with inflammable material. They cannot cross water. They are brought forth from flame of considerable heat, i.e. a large fire, lava pool, etc.

Water Elementals: Water Elementals are generally confined to water, being able to move only 6" from such a body of liquid. They move at a rate of 18" per turn in water, 6" outside water. In water they do damage equal to two dice, while out of water they do but one die of damage when meleeing. Water Elementals can only be brought forth from a considerable body of water, i.e. a pond, stream, or larger body of water.

All elementals must be controlled at all times by the persons who have called them forth. Failure to control any elemental will result in its turning upon the one who called it up and attacking. The returning/attacking Elemental will move directly toward the one who summoned it, attacking anything that gets in its path as it returns. Note that once control is lost it can never be re-established. Control consists merely of the summoner maintaining undivided attention upon the Elemental; and being attacked, moving, or any other action will tend to break this concentration.

No Elemental may be hit by normal men unless magically armed.

DJINN: All Djinn are aerial creatures and have not the powers typically credited to them in fairy tales. They fight as Giants with a -1 as far as damage is concerned, thus doing from 1-11 points of damage when hitting. They can carry up to 6,000 Gold Pieces in weight, walking or flying (the latter for short periods only). They can create food which is nutritionally sound. They can create drinkable beverages. They can create soft goods and wooden objects of permanence, but metalic items last but a short time when created by them (the harder the metal the shorter its life), so that Djinn-Gold lasts but one day. They can create illusions which will remain until dispelled by touch or magic, and they need not concentrate upon the illusions to maintain them. They can form a whirlwind 1" base diameter, 2" top diameter, and 3" in height which otherwise is like that of an Air Elemental. Djinn are also able to become invisible or assume gaseous form.

EFREET: These creatures are similar to the Djinn, but their basis is in fire and they tend to be Chaotic. Their fabled home is the City of Brass. They are enemies of the Djinn. The Efreet are otherwise like Djinn, with damage scored equal to that done by a Giant (two dice, 2-12 points), and they can carry up to 10,000 Gold Pieces weight. In addition they can create a Wall of Fire and they can become incindiaries. They will serve for 1001 days.

OCHRE JELLY: The clean-up crew includes Ochre Jelly and similar weird monsters. Ochre Jelly is a giant amoeba which can be killed by fire or cold, but hits by weaponry or lightening bolts will merely make them into several smaller Ochre Jellies. Ochre Jelly does not affect stone or metal, but it does destroy wood, and it causes one die of damage per turn it is in contact with exposed flesh. It seeps through small cracks easily.

BLACK (or GRAY) PUDDING: Another member of the clean-up crew and nuisance monster, Black Puddings are not affected by cold, it is spread into smaller ones by chops or lightening bolts, but is killed by fire. Black Puddings dissolve wood, corrode metal at a reasonably fast rate, have no effect on stone, and cause three dice of damage to exposed flesh. If an armored character runs through a Black Pudding the monster's corrosive power will eat away the foot and leg protection of the armor so that it will fall-away next turn. Black Puddings can pass through fairly small openings, and they can travel as easily on ceilings as on floors.

GREEN SLIME: A non-mobile hazard, Green Slime can be killed by fire or cold, but it is not affected by lightening bolts or striking by weapons. It eats away wood and metal but not stone. Green Slime sticks to flesh and penetrates it in one turn, thereafter turning the flesh into Green Slime. Green Slime cannot be scraped off, so when it contacts something the item must be discarded or excised in some way. A Cure Disease spell will also serve to kill and remove Green Slime, even when it is in contact with flesh.

GRAY OOZE: A seeping horror which closely resembles wet stone and is thus difficult to detect. It will not be spread by non-harmful weapons, but it is subject only to lightening bolts or cuts and chops by weaponry, for it is impervious to cold or fire. It does not harm wood or stone, but it corrodes metal at the same rate that Black Pudding does. It does two dice of damage to exposed flesh for every turn it is in contact with it.

YELLOW MOLD: A deadly underground fungus which can be exterminated only by fire. It attacks wood and flesh -- doing one die of damage if it contacts exposed skin -- but does not harm to metal or stone. However, its worst threat is its spores. Rough contact with Yellow Mold will have a 50% chance of causing it to break and send forth clouds of asphyxiating spores in a 1" x 1" x 1" cloud. Any creatures within the spore cloud must make saving throws as if they had been exposed to poison, and failure to make saving throws results in death for the parties concerned.

HORSES: As explained in CHAINMAIL, war horses melee. The other characteristics of Horses (and Mules) are:

	Maximum Load in Gold Pieces Weight:
Light Horse:	3,000
Medium Horse:	3,750
Heavy Horse:	4,500
Draft Horse:	4,500
Mules	3,500

Horses and Mules are panic-stricken by raging fire and strange smells, although those trained for battle are not nearly so likely to be affected. Only Mules are agile enough to be taken in dungeons.

INSECTS OR SMALL ANIMALS: These can be any of a huge variety of creatures such as wolves, centipedes, snakes and spiders. Any hit will kill the smaller, while larger beasts (such as wolves) will receive one Hit Die. Generally speaking they will be Armor Class 8.

LARGE INSECTS OR ANIMALS: This catagory includes giant ants and prehistoric monsters. Armor Class can be anything from 8 to 2. Hit Dice should range from 2 to anywhere near 20, let us say, for a Tyrannasaurus Rex. Also included in this group are the optionally usable "Martain" animals such as Apts, Banths, Thoats, etc. If the referee is not personally familiar with the various monsters included in this catagory the participants of the campaign can be polled to decide all characteristics. Damage caused by hits should range between 2 - 4 dice (2 - 24 points).

OTHER MONSTERS: There is no practical limitation to the variety of monsters possible. In the campaigns associated with the play-testing of these rules there have either appeared or been postulated such creatures as:

Titans:	Giants with limited magical abilities.
Cyclopeses:	Super-strength Giants with poor depth perception.
Juggernauts:	Huge stone statues on wheels which crush anything in their path. They are motivated by some unearthly force.
Living Statues:	Various stone and metal monsters which come to life if trespass into a certain area is made. One of these monsters was iron, impervious to all weapons save two special ones he guarded, had a fiery breath, poison sword, and a whip of Cockatrice feathers which turned the thing struck by it to stone.
Salamanders:	Free-willed Fire Elementals of somewhat limited power, in reptilian shape.

Geletinous Cubes: Underground creatures of near complete transparency which fit exactly the typical corridor of a dungeon. Metal objects absorbed into them would be visible thereafter within their body. These monsters would be difficult to harm and have a large number of Hit Dice.

Robots, Golems, Androids: Self-explanatory monsters which are totally subjective as far as characteristics are concerned.

TREASURE TYPES:

Type	1000's of Copper	1000's of Silver	1000's of Gold	Gems and Jewelry*	Maps or Magic
A					
Land [1]	1-6:25%	1-6:30%	2-12:35%	6-36:50%	40%: any 3
Desert [2]	1-4:20%	1-4:25%	1- 6:30%	10-40:50%	60%: 3 magic
Water [3]	Nil	Nil	5-30:60%	10-60:60%	50%: 1 map
B	1-8:50%	1-6:25%	1- 3:25%	1- 6:25%	10%: Weapon, Armor, or misc. weapon
C	1-12:20%	1-4:30%	Nil	1- 4:25%	10%: any 2
D	1-8:10%	1-12:15%	1- 6:60%	1- 8:30%	20%: any 2+ 1 Potion
E	1-10:05%	1-12:30%	1- 8:25%	1-10:10%	30%: any 3+ 1 Scroll
F	Nil	2-20:10%	1-12:45%	2-24:20% 1-12:10%	35%: no weapons, any other 3+1 Potion and 1 Scroll
G	Nil	Nil	10-40:75%	3-18:25% 1-10:25%	40%: any 4+ 1 Scroll
H	3-24:25%	1-100:50%	10-60:75%	1-100:50% 10- 40:50%	20%: any 4+ 1 Potion and 1 Scroll
I	Nil	Nil	Nil	2-16:50%	20%: any 1

* Roll for each catagory (Gems and Jewelry), probability shown if different for either catagory.

[1]Brigands will have only very important prisoners, 1/20 Brigands, while Bandits will have prisoners at a ratio of 1/10 Bandits. Both classes will carry Silver Pieces on their person, 2-20 each. Berserkers have neither. Cavemen have no treasure.

[2]Nomads will have prisoners at a rate of 1/25. They will have from 5-30 Silver Pieces each. Dervishes have neither.

[3]Pirates will have prisoners as do Bandits, and the same holds true for the Buccaneer/Bandit relationship. Pirates and Buccaneers will carry from 2-12 Gold Pieces each. Mermen have treasure only underwater in their "Lair".

NOTE: All Treasure is found only in those cases where the encounter takes place in the "Lair".

MAGIC/MAPS DETERMINATION TABLE:

Roll on 100% Dice

01 - 75 = Magic --

Roll for each item found

76 - 00 = Map --

MAGIC ITEMS

Roll on 100% Dice	Item
01 - 20	Swords
21 - 35	Armor
36 - 40	Misc. Weapons
41 - 65	Potions
66 - 85	Scrolls
86 - 90	Rings
91 - 95	Wands/Staves
96 - 00	Misc. Magic

MAPS

Roll on 100% Dice	Item
01 - 60	Treasure Map
61 - 90	Magic Map
91 - 00	Magic & Treasure Map

SWORD

01 - 35	Sword +1
36 - 40	Sword +1, +2 vs. Lycanthropes
41 - 45	Sword +1, +2 vs. Magic-Users and Enchanted Monsters
46 - 50	Sword +1, Locating Objects Ability
51 - 60	Sword +1, +3 vs. Trolls (Clerics)
61 - 65	Sword, Flaming: +1 +2 vs. Trolls (Pegasi, Hippogriffs, + Rocs) +3 vs. Undead (Ents)
66 - 70	Sword +1, Wishes Included (2-8 Wishes)
71 - 75	Sword +1, +3 vs. Dragons
76 - 78	Sword +2
79 - 80	Sword +2, Charm Person Ability
81 - 82	Sword +3
83	Sword, One Life Energy Draining Ability
84 - 00	Sword -2 (Cursed Sword)

ARMOR:

01 - 30	Shield +1
31 - 60	Armor +1
61 - 75	Armor & Shield +1
76 - 83	Shield +2
84 - 90	Armor +2
91 - 97	Armor & Shield +2
98 - 00	Shield +3

MISCELLANEOUS WEAPONS:

01 - 25	10 Magic Arrows
26 - 40	3 - 30 Magic Arrows
41 - 55	Dagger +1 vs. Man-Sized Opponents, +2 vs. Goblins and Kobolds
56 - 60	Dagger +2 vs. Man-Sized Opponents, +3 vs. Orcs, Goblins and Kobolds
61 - 65	Magic Bow
66 - 70	Axe +1
71 - 80	Mace +2
81 - 85	War Hammer +1
86 - 89	War Hammer +2
90	War Hammer +3, 6" Throwing Range with Return
91 - 96	Spear +1
97 - 99	Spear +2
00	Spear +3

POTIONS:

01 - 04	Growth	49 - 52	Clairvoyance
05 - 08	Dimenuation	53 - 55	Clairaudience
09 - 12	Giant Strength	56 - 60	Animal Control
13 - 16	Invisibility	61 - 64	Undead Control
17 - 20	Gaseous Form	65 - 68	Plant Control
21 - 24	Polymorph (Self)	69 - 72	Human Control
25 - 28	Speed	73 - 76	Giant Control
29 - 32	Levitation	77 - 80	Dragon Control*
33 - 36	Flying	81 - 84	Poison**
37 - 40	ESP	85 - 88	Invulnerability
38 - 40	Delusion	89 - 92	Fire Resistance
41 - 44	Healing	93 - 96	Treasure Finding
45 - 48	Longevity	97 - 00	Heroism

* Referee to roll to determine which of the six types of Dragons will be controlled.

** Referee will mislead by naming any of the other Potions, but if carefully questioned should give it a singular feature.

SCROLLS:

01 - 20	1 Spell	61 - 70	Protection: Lycanthropes
21 - 35	2 Spells	71 - 80	Protection: Undead
36 - 45	3 Spells	81 - 90	Protection: Elementals
46 - 50	7 Spells	91 - 00	Protection: Magic
51 - 60	1 Curse*		

*The referee must take extreme care in handling all Scrolls with an eye towards duping the players when a Curse Scroll is found. The curse takes effect immediately upon reading the Scroll; therefor having non-Curse Scrolls dissappear on occasion if not identified will help to force reading of Curse Scrolls. To determine the type of curse use the table below:

Die Roll	Curse: (Range 3" diameter)
1 or 2	Any monster of the referee's choice
3 or 4	Disease, fatal in 3 turns unless healed
5 or 6	Polymorph to insect of referee's choice
7	Transportation 1,000 miles, random direction
8	Transportation to another planet

RINGS:

01 - 09	Invisibility	81 - 85	Protection, 5' r.
10 - 15	Mammal Control	86 - 90	Regeneration
16 - 21	Human Control	91 - 92	Djinn Summoning
22 - 30	Weakness	93 - 94	Telekenisis
31 - 39	Protection	95 - 96	X-Ray Vision
40 - 49	Three Wishes	97 - 98	Spell Turning
50 - 60	Delusion	99	Spell Storing
61 - 70	Water Walking	00	Many Wishes (4-24)
71 - 80	Fire Resistance		

WANDS AND STAVES (All wands usable by Magic-Users only):

01 - 15	Metal Detection	61 - 65	Polymorph
16 - 20	Enemy Detection	66 - 70	Negation
21 - 25	Magic Detection	71 - 80	Staff of Healing*
26 - 30	Secret Doors & Traps Detection	81 - 85	Staff of Commanding**
31 - 35	Illusion	86 - 90	Snake Staff*
36 - 40	Fear	91 - 95	Staff of Striking**
41 - 45	Cold	96 - 97	Staff of Withering*
46 - 50	Paralization	98 - 99	Staff of Power***
51 - 55	Fire Balls	00	Staff of Wizardry***
56 - 60	Lightening Bolts		

*Clerics only can employ
**Clerics and Magic-Users may employ
***Magic-Users only may employ

MISCELLANEOUS MAGIC:

01 - 04	Crystal Ball
05 - 06	Crystal Ball with Clairaudience
07	Crystal Ball with E S P
08 - 12	Medallion of E S P, 3" Range*
13 - 15	Medallion of E S P, 9" Range*
16 - 18	Amulet vs. Crystal Balls and E S P *
19 - 24	Scarab of Protection from Evil High Priests*
25 - 29	Bag of Holding*
30	Censor Controlling Air Elementals

31	Stone Controlling Earth Elementals
32	Brazier Commanding Fire Elementals
33	Bowl Commanding Water Elementals
34 - 35	Efreet Bottle *
36 - 38	Displacer Cloak *
39 - 47	Elven Cloak and Boots *
48 - 52	Boots of Speed *
53 - 57	Boots of Levitation *
58 - 62	Boots of Traveling and Leaping *
63 - 67	Broom of Flying
68 - 72	Helm of Reading Magic and Languages *
73 - 75	Helm of Telepathy *
76	Helm of Teleportation
77 - 87	Helm of Chaos (Law) *
88	Flying Carpet *
89	Drums of Panic, 24" Range *
90	Horn of Blasting, 10" Range *
91 - 97	Gauntlets of Ogre Power *
98 - 99	Girdle of Giant Strength *
00	Mirror of Life Trapping

* Usable by all classes

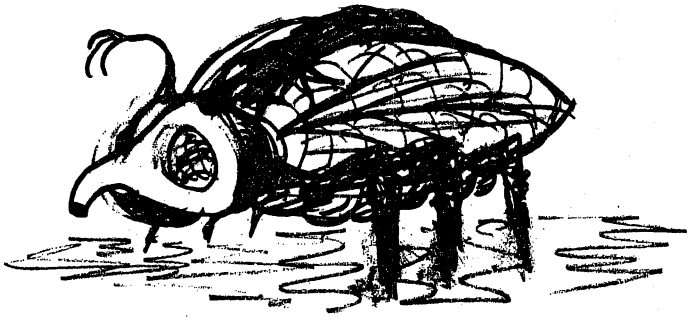
MAPS:

TREASURE

Die Roll:	Map to -
1	10,000-40,000 Silver
2	5,000-30,000 Gold
3	1 & 2 above
4	1 above + 2-20 Gems
5	2 above + 5-30 Gems
6	3 above + 1-100 Gems
7	10-60 Gems, 2-20 Jewelry
8	3 & 7 above

MAGIC

Die Roll:	Map to -
1 - 3	Any 1 Item
4 - 5	Any 2 Items
6	3 Items, No Swords
7	4 Items, 1 a Potion
8	5 Items, 1 a Scroll & 1 a Potion



MAGIC & TREASURE

Die Roll:	Map to -
1	#1 Treasure and #1 Magic
2	#2 Treasure and #1 Magic
3	#3 Treasure and #4 Magic
4	Map to #7 Treasure and #6 Magic (already there)
5	#5 Treasure and #4 Magic
6	Map to #1 Treasure and #1 Magic (already there)
7	#6 Treasure and #8 Magic
8	#8 Treasure and #7 Magic

NOTE: All items will be guarded by appropriate monsters. If the referee desires he can simply roll on the Dungeon Encounter Matrix, (see Vol. III) fifth or sixth level monster classes.

EXPLANATIONS OF MAGIC ITEMS:

SWORDS: Among magic weaponry swords alone possess certain human (and super-human) attributes. Swords have an alignment (Lawful, Neutral, or Chaotic), an intelligence factor, and an egoism rating (as well as an optional determination of their origin/purpose). These determinations are made as follows:

Alignment: Roll percentage dice to determine alignment:

01 - 65 Sword is Lawful
66 - 90 Sword is Neutral
91 - 00 Sword is Chaotic

Note that the above percentages are reversed for the sword which has the ability to drain one life energy level (83 on the Sword Table). If the sword is Chaotic it effects the creatures in parentheses (Clerics, Pegasi, Hippogriffs, Rocs, Ents) rather than those stated before (Trolls and Undead).

If a character picks up a sword which is not of the same alignment as he, damage will be taken as follows:

Law - Chaos: 2 Dice (2-12 points)
Neutrality - Law/Chaos: 1 Die (1-6 points)

If a non-player character is directed to take up a sword the damage will be only one-half that stated above, for the party is not acting as a free agent. Additionally, the sword might cause the one who took it up to be freed from a spell, change alignment, or otherwise gain powers which would remove them from the service of their former master.

In addition, if the Intelligence/Egoism of the sword (see below) is 6 or more points above that of the character who picks it up the sword will control the person, even causing him to become aligned as the sword is, and he will immediately act accordingly. This could mean, for example, that a hireling of a Lawful player-character ordered to pick up a Neutral sword and taken over by it would deliberately lie about its powers, while if the sword were Chaotic he would attack.

After determining Alignment the sword's Intelligence is checked.

Intelligence: There are two factors considered under Intelligence, mental power and communicative ability. These factors are both determined by a single die roll:

Intelligence (Die Roll)	Mental Power	Communicative Ability
1 - 6	None endowed	None*
7	One Primary Power	Empathy
8	Two Primary Powers	Empathy
9	Three Primary Powers	Empathy
10	3 Primary and the ability to use Languages**	Speech
11	As 10 above but also Reads Magic	Speech
12	As 11 above but also has one Extraordinary Ability	Telepathy

* Although the sword cannot communicate it will endow its user with the powers it has, but these will have to be discovered by the user.

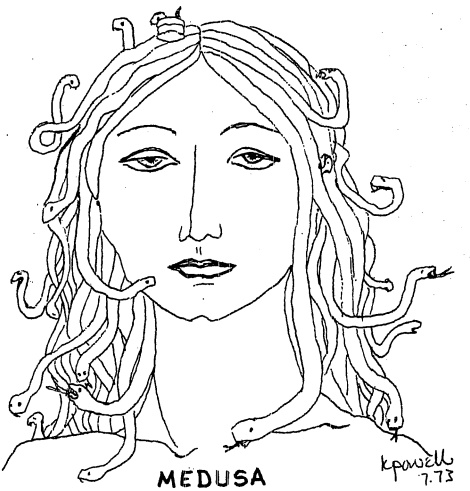
** The number of languages, in addition to the language of the alignment of the sword, is determined by a dice roll.

Primary Powers

Dice Roll	Power
01 - 15	Note Shifting Walls & Rooms
16 - 30	Detect Sloping Passages
31 - 40	Locate Secret Doors
41 - 50	Detect Traps
51 - 60	See Invisible Objects
61 - 70	Detect Evil and/or Gold
71 - 80	Detect Metal & What Kind
81 - 90	Detect Magic
91 - 95	Detect Gems (# and Size)
96 - 99	Take two rolls ignoring scores over 95 except a score of 00
00	Roll on Extraordinary Ability Table instead of this one

Languages Spoken

Dice Roll	# Languages
01 - 50	One
51 - 70	Two
71 - 85	Three
86 - 95	Four
90 - 99	Five
00	Take two rolls ignoring 00 if rolled again



MEDUSA

Extraordinary Ability Table

Die Roll	Ability
01 - 10	Clairaudience
11 - 20	Clairvoyance
21 - 30	ESP
31 - 40	Telepathy
41 - 50	Telekensis
51 - 59	Teleportation
60 - 68	X-Ray Vision
69 - 77	Illusion Generation
78 - 82	Levitation
83 - 87	Flying
88 - 92	Healing (1 point/6 turns or 6 points/day)
93 - 97	1 - 4 Times Normal Strength for 1 - 10 Turns Employable Once/Day
98 - 99	Take Two Rolls Ignoring Scores Over 97
00	Take Three Rolls Ignoring Scores Over 97

All Primary and Extraordinary functions are passed on to the sword user. Rolling the same Ability twice indicates it is twice normal strength, range, accuracy, etc.

Egoism: Only those swords Intelligence of 7 or more will have an Egoism rating. Egoism ranges from 1 - 12, the higher the number the greater the Ego of the sword. The Egoism of the sword will cause it to do the following:

1. Lead its user past better weapons,
2. Lead its user into great danger in order to exhault its role in combat,
3. Allow itself to be captured by a higher level creature/character which is closer to the sword's station,
4. Surrender itself to a creature/character of a lower level in order to exercise greater control over its user, and
5. Require a share of captured treasure be given to it in the form of better scabbards, jewel encrustation, or magical devices to guard it when not in use.

Whenever any situation arises where any of the above possibilities exists the Egoism of the sword comes into play. It is always exerted in its relationship with its user, although true rapport may be gained if the alignment and aims of the character/user coincide with the origin/purpose of the sword. The determination of each of these factors is as follows:

> Influence of Egoism in Key Situations: The referee adds the Intelligence and the Egoism of the sword (from 8 - 24 factors), and adds an extra 1 for every Extraordinary Ability (from 1 - 4 if applicable). This total (8 - 28) is compared to the total of the character's Intelligence and Strength (6 - 36) modified by a variable based upon the physical state of the user. If the character is fresh and relatively free from damage (less than 10% damaged) from 1 - 6 points are added to his total (from 7 - 42

then possible). If mentally and/or physically fatigued, or if damaged between 10% to 50% has been sustained, from 1 - 4 points are deducted (from 2 - 35 then possible). If damage over 50% has been sustained, or the character has been under a severe mental strain from some form of magic, from 2 - 8 points are deducted (from 0 - 34 then possible).

Difference	Result
6 or more	Higher score prevails
2 - 5	75% chance the higher score will prevail
0 - 1	50% either way

Egoism in Continuing Relationship with the User: This determination is quite simple, being only a matter or comparing the Egoism score of the sword (1-12) with the level of the Fighting-Man using it. Consult the table used for Key Situations above. If either party has a positive difference of 6 or more that party will always prevail and no other checks (including Key Situations) need be made. A positive difference of 2-5 will indicate that the higher party generally prevails, and checks will only have to be made in Key Situations. A difference of 0 - 1 indicates a continuing struggle between the sword and its user, and during any stress situation both should be checked as to which will prevail.

Origin/Purpose: Naturally, the origin of each sword is either Law, Neutrality, or Chaos, but some of these weapons are forged by more powerful forces for an express purpose. To determine if any sword has such a purpose roll percentile dice, and a score of 91 or higher indicates the sword has a special mission. Swords with special purposes automatically have intelligence and ego catagories moved to the maximum score and they will gain an additional ability:

Law: The ability to paralize Chaotic opponents

Neutrality: Adds +1 to all saving throws

Chaos: The ability to disintegrate Lawful opponents

The special ability will only apply to those whom the sword has been endowed to destroy, or those serving such a creature.

Purposes:

Slay Magic-Users	Slay Fighting-Men	Defeat Law
Slay Clerics	Slay Monsters	Defeat Chaos

Thus a Lawfully endowed sword for the purpose of slaying (Chaotic) Magic-Users would paralize magical types and their minions, but it would not use its paralization power on some wandering Giant. The general purpose swords, however, would use their powers to defeat any opponent of Lawful/Chaotic nature. Neutral special purpose swords will act against either Law or Chaos equally.

Special purpose swords will always be at their task, and any attempts by their users to go counter to them will cause an immediate influence check to be made.

SWORDS, DAMAGE BONUSES: The swords all receive bonuses as far as the probability of hitting an opponent is concerned, but some also gain a damage bonus when they do hit. These swords are those a +2 or +3 against specific crea-

tures, but not those with a general bonus of +2 or +3.

ARMOR: Armor proper subtracts its bonus from the hit dice of the opponents of its wearer. If the shield's bonus is greater than that of the armor there is a one-third chance that the blow will be caught by the shield, thus giving the additional subtraction.

MISCELLANEOUS WEAPONS: Those with bonuses of +1, +2 or +3 gain a bonus of equal merit on damage scored, except as noted below.

Magic Arrows have a +1 chance of hitting their target and do additional damage to their target unless specified otherwise due to the type of monster being shot. Thus, a Magic Arrow normally does from 2-7 points of damage when it hits.

Magic Bows give all arrows a +1 for hit probability, but they confer no damage bonus. A Magic Arrow shot from a Magic Bow has a +2 chance of hitting.

Axes can be utilized as a hand weapon or thrown 3" with the +1 bonus. Treat all targets as at medium range, i.e. there is neither short nor long range for this weapon.

War Hammers of +1 and +2 can be hurled in the same manner as Axes. The Hammer +3 has double range (6") only if being used by a Dwarf, and the same is true regarding its automatic return. Any other user of a +3 Hammer will throw it as if it were a +1 or +2 weapon as far as range is concerned, and it will not fly back to them. When used by a Dwarf it does two dice of damage, and when striking a Giant gains a damage bonus of +3 (5-15 damage points when a hit is scored). Otherwise it gains no damage bonus when striking, for it already does from 2-12 points of damage.

Spears like Axes and Hammers can be hurled and receive a damage bonus of from 1 to 3 points. Additionally, if something impales itself upon the spear damage will be double or even treble if the force is sufficient.

POTIONS: All potions come in a quantity sufficient to perform whatever their end is, although a small sample can be taken without effecting the whole. For those with limited effect the time will be six turns plus the number of pips rolled on a six-sided die. Some potions will not be detailed here as they duplicate magic already explained or are self-explanatory.

Growth: Will cause anyone to reach 30 feet in height if all is quaffed, and other growth is proportionate, depending on how much is drunk.

Diminuation: Size will shrink to one-half foot if the full potion is drunk.

Giant Strength: Gives the recipient full Giant prowess, including two dice of damage when he scores a hit.

Gaseous Form: The user retains cohesion over his new gaseous body, and he may penetrate any place which isn't air-tight. Of course, his arms, armor, and so on will remain behind.

Speed: This potion doubles the normal speed attainable by the user, thus allowing an encumbered man to move at 6"/turn, a plate armored man to move at 12", and so on.

Delusion: Makes the user believe the Potion is whatever he desires, and each Potion looks like some other type of Potion.

Healing: A Healing potion repairs one six-sided die, plus one, (2-7) points of

damage, just like a Light Wound spell.

Longevity: Reduces 10 game-years from the game-age of the character drinking it. (Note this will counter the effect of aging caused by a Staff of Withering, q.v.)

Animal Control: One turn after the potion is consumed the party so doing can control from 3-18 small animals, 2-16 medium-sized animals, and from 1-6 large ones.

Undead Control: As with Animal Control, but the potion effects from 2-8 under 4 Hit Dice, and from 1-4 Undead with 4 or more Hit Dice.

Plant Control: This allows the inbiber to control plants, including fungoid types, from 1-6 in number or in 1" x 1" area where ground covering plants are considered. The control extends for 6" in any direction.

Human Control: This potion has the same general effect as a Charm Person spell, but it can effect from 2-12 persons with 3 or fewer Hit Dice, 2-8 with 4-6 Hit Dice, 1-4 with 7-9 Hit Dice, and 1 with 10 or more Hit Dice. Saving throws are applicable.

Giant Control: A Charm Monster spell which can effect from 1-4 Giants. The Giants are allowed saving throws.

Dragon Control: As Giant Control, but will effect from 1-3.

Invulnerability: This potion adds +2 to defensive capabilities and saving throws. However, more than one dose of this potion during any one week will have a reverse effect.

Fire Resistance: Normal fires will not have any effect on a person who has gained Fire Resistance through drinking this potion. The Wall of Fire spell will not effect such a person. It gives a +2 for saving throws against Fire Balls and Dragon Fire, and it takes -1 away from damage caused by these and from Balrog immolation.

Treasure Finding: A potion which allows the imbiber to be able to locate the direction and distance of treasure, treasure being a considerable body of precious metal (5,000 or more pieces of copper, silver or gold) or 50 or more gems. It is effective up to 36" regardless of intervening substances.

Heroism: A dual action potion which makes a normal man act like a hero in all respects, including morale and combat.

SCROLLS: All Scrolls are spells for Magic-Users, and regardless of the level of the spell they can be used by any Magic-User capable of reading them. All "Protection" spells can be used by any character who is able to read. Scroll spells are of the 6th level unless necessarily higher, in which case they are of the minimum level necessary to generate such a spell.

To determine what spells are on a scroll of 1-7 spells simply roll one six-sided die for each spell thereon, the number rolled being the level of the spell. Thereafter simply count the total number of spells for the level in question and roll dice accordingly to find which of the possibilities it is.

Protection: Lycanthropes: The spell will protect the person and those around him in a 1" radius from 2-12 Lycanthropes. Spell duration is 6 turns.

Protection: Undead: As with Protection: Lycanthropes, but it effects the Undead according to their Hit Dice:

1 - 3 Hit Dice: 2 - 24 effected
4 - 5 Hit Dice: 2 - 12 effected
6 or more Hit Dice: 1 - 6 effected

Spell duration is 6 turns.

Protection: Elementals: As with Protection: Lycanthropes, but it protects from but 1 Elemental. Spell duration is 4 turns.

Protection: Magic: A super Anti-Magic spell which extends in a 1" radius around the user and prevents all magical functions, in or out, for 8 turns. The circle is mobile, i.e. it will move with the user.

RINGS: A ring must be worn to be employed, and only one ring may be worn on each hand if the ring is to be operable by the wearer. (The referee should be careful to enforce this in order to maintain some balance in the game.) Rings are usable by any type of character. Those rings which are not specifically noted below function as would a like spell or potion but on an unlimited basis regarding duration.

Mammal Control: The ring allows the wearer to control from 3-18 small mammals or from 1-8 large mammals. This does not consider any creatures listed on the Monster Reference Table. Control is complete, even to having the controlled mammals attack the others with it which are not controlled. Range is 6".

Weakness: Once on the hand this ring cannot be removed without the application of a Remove Curse spell from a Cleric. The ring immediately begins to drain energy from the wearer, making him weaker at a rate of 10%/turn until a maximum of 50% is attained. This weakness is reflected in both attack and defense capabilities.

Protection: A ring which serves as +1 armor would, giving this bonus to defensive capabilities and to saving throws.

Three Wishes: As with any wishes, the wishes granted by the ring must be of limited power in order to maintain balance in the game. This requires the utmost descretion on the part of the referee. Typically, greedy characters will request more wishes, for example, as one of their wishes. The referee should then put that character into an endless closed time loop, moving him back to the time he first obtained the wish ring. Again, a wish for some powerful item could be fulfilled without benefit to the one wishing ("I wish for a Mirror of Life Trapping!", and the referee then places the character inside one which is all his own!). Wishes that unfortunate adventures had never happened should be granted. Clues can be given when wishes for powerful items or great treasure are made.

Delusion: A ring which makes the wearer see whatever he desires, i.e. a bummer thrown in to fool players.

Regeneration: The wearer will recover damage at the rate of 1 point/turn. Even if he is killed he will regenerate and live again unless treated as a troll and destroyed as explained thereunder.

Djinn Summoning: The Djinni "Servant of the Ring" is a permanent servant of the wearer. The Djinni appears immediately when called.

Telekensis: Bestows upon the wearer Telekenetic ability equal to that of a 10th level Magic-User.

X-Ray Vision: The wearer of this ring can see through up to ten feet of rock (or

6" of iron) for a total distance of 3" beyond. Lead prevents its functioning, as will gold. The user will note hidden doors and traps when X-Raying areas they are in. A 1" x 1" section can be viewed during 1 turn.

Spell Turning: The spells turned by this ring include those of Dragons and Clerics, but excludes the "Finger of Death" used by Clerics. Any spell aimed directly at the wearer of the ring will be partially turned. Roll percentile dice. The number generated is the percentage of the spell which returns to affect the character casting the spell; the remainder is the part of the spell which affects the wearer of the ring. Note the ring does not function against Wands or Staves, only against spoken spells aimed at the ring wearer.

Spell Storing: A ring containing from 1-6 spells of from the 1st through the 6th levels. Upon placing it on a finger and thinking of spells, the wearer will know telepathically what spells are housed within the ring. This ring is usable by any type of character, but the spells within it are restorable only by a Magic-User or a Cleric. There is a 20% chance the ring has Clerical spells, and if it is Clerical, there is a 50% chance the spells therein are Chaotic in nature.

WANDS AND STAVES: Wands are considered as being endowed with projectiles (or rays) of the 6th level (six dice of damage), Staves have 8th level effect. Assume Wands to have 100 charges, Staves have 200 charges. Of course, certain Wands and Staves would not be subject to the above, i.e. Metal Detection, Enemy Detection, Secret Doors & Traps Detection, Healing, Snake Staff, Staff of Striking.

Metal Detection: When grasped the wand points towards any large body of metal (equal to say 1,000 pieces of gold). The reaction from the Wand will also tell roughly what form of metal, precious or common such as iron, steel, lead, etc. Range is a 2" radius.

Enemy Detection: Reveals hidden or invisible enemies within a radius of 6", providing the enemies are aware of the Wand user's (or his associates) presence, for it is mental emminations which trigger the detection device.

Magic Detection: When grasped and employed the Wand will reveal the operation of any form of magic within a 2" radius. By selectively concentrating on quadrants the weilder will be able to ascertain some general details of the magic used.

Secret Doors and Traps Detection: When held the Wand will give warning of either thing when it is brought within 2" of it.

Illusion: This Wand creates an illusion similar to that of a Phantasmal Force spell, but the Wand weilder can move while employing the Wand to create the Illusion.

Fear: The Wand effects all creatures within a cone-shaped area eminating from it 6" outwards to a base 3" wide. All within it must make their saving throw as against magic or be panicked and flee.

Cold: An icy projection of the same dimensions as a Fear Wand. Creatures take half damage if their saving throw is made.

Paralization: A paralization ray of the same dimensions as a Fear Wand. Creatures take half damage if their saving throw is made.

Fire Balls: A Wand which projects a Fire Ball exactly like the spell of that name.

Lightening Bolts: A Wand which projects Lightening Bolts like the spell of the same name.

Polymorph: A Wand which projects a Polymorph spell, either "Others" of "Self" exactly as the appropriate spell.

Negation: By means of this Wand the effects of other Wands or Staves, other than actually striking with the latter, are nullified. Of course as Staves are basically 8th level, the Wand will negate only three-quarters (six dice) of a Staff's effects. It can be employed against only one Wand or Staff at a time, and the one it is being used against must be stated.

Staff of Healing: A Clerical Staff which acts as a spell to Cure Light Wounds (2-7 points of damage restored). It can be employed to numerous persons during a day, but only to once per day to any one person.

Staff of Commanding: This Staff combines Animal, Plant Control, and Human Control.

Snake Staff: A Clerical Staff which gives a +1 chance of hitting, and adds +1 to damage scored (thus scoring 2-7 points). In addition, if the Cleric orders it the Staff will twine itself about an opponent it hits, rendering him helpless if man-sized, or preventing counter-attack otherwise, for 1-4 turns. Thereafter it will crawl back to the Cleric who possesses it.

Staff of Striking: This Staff does not add to hit probability, but due to the energy within it, it scores two dice of damage when a hit is made.

Staff of Withering: A Staff which adds nothing to hit probability, but when a hit is scored it scores one die of damage and ages the creature struck by ten years. (This is not to say it matures it, but rather it shortens the life span by ten years.) A man struck four times thusly will be doddering, an animal dead of old age, and so on. It will have no aging effect upon Undead, and creatures with very long life spans will also be little harmed.

Staff of Power: A Staff combining the following powers (Wand, Staff or Spell):

Cold	Striking
Fire Balls	Continual Light
Lightening Bolts	Telekenesis

If the user wishes he may make a "Final Strike" with the Staff, breaking it and releasing all power within (8 x number of charges remaining). This power is distributed as hit points to all creatures within a 3" radius.

Staff of Wizardry: A Staff with the capabilities of a Staff of Power, plus several additional features. It gives +1 on hit probabilities. The Staff also has these other powers:

Paralization	Passwall
Invisibility	Whirlwind (as Djinni)
Wall of Fire	Webs (see below)

Elementals (roll four-sided die to determine how many and which kind)

Webs are great sticky masses of strands which are difficult to sever but subject to flame. The Staff will generate sufficient webs to cover a 1" x 1" x 2" area in any turn. Giants and similarly powerful creatures can break through them in two turns, and lesser creatures will take proportionately longer. A Flaming Sword will slash through them in one turn. The Staff of Wizardry has a "Final Strike" just as the Staff of Power.

MISCELLANEOUS MAGIC:

Crystal Balls: Generally successful operation of these devices will be less likely over great distances, when the subject is not exactly known, when spells are used to prevent such operation, when lead interposes between the viewer and the subject, and so on. Only three attempts per day can be made under the above circumstances, without driving the Magic-User mad. Long use of a Crystal Ball during any day requires that the Magic-User rest and recuperate the next day. Spells cannot be sent through a Crystal Ball, but the operator may, for instance, put an Infra-vision spell upon himself and then look into the device and see in the dark.

Medallions of ESP: These devices are usable by all classes of characters, even Dwarves, but the device malfunctions on a roll of 6, so whenever in use roll a six-sided die to check it.

Amulet vs. Crystal Balls and ESP: This device presents the location, sight, or thought waves pick-up by Crystal Ball or ESP. It is always effective.

Scarab of Protection from Evil High Priests: The small scarab acts as a charm which absorbs the "Finger of Death" from Evil High Priests for up to a dozen times before it disintegrates.

Bag of Holding: A sack-sized magical bag which will contain 10,000 Gold Pieces as if they were only 300. Objects up to 10' length and 5' width and 3' height may be stuffed into the bag, but the weight equivalent, regardless of the weight of the object, then becomes 600.

Elemental Control Items: These four devices call up the Elemental indicated. Only the owner of the item may use it. All are rather bulky and require one turn to set up or store away if they are carried with an expedition. They will summon the Elemental in but one turn. No spell is required. Elemental strength is 12 Hit Dice.

Efreet Bottle: The Efreet will serve only the finder of the bottle, and he will serve but for a thousand and one days.

Displacer Cloak: This device warps light waves to make the wearer appear to be up to 1" away from where he is actually standing. It makes it 10% harder to hit its wearer, whether by smiting or Wand (add +2 to defense and saving throws).

Elven Cloak and Boots: Wearing the Cloak makes a person next to invisible, while the Boots allow for totally silent movement.

Boots of Speed: Allow the wearer to travel at the speed of a Light Horse for up to one full day, but he must then rest one day.

Boots of Levitation: Work as a Levitation spell but with no time limit as to duration of effect.

Boots of Traveling and Leaping: These boots increase the endurance of the wearer, making him tireless as far as walking is concerned. Thus speed is increased outdoors by 1 hex/day when walking. Below they allow leaps of up to 1" vertically and 3" horizontally.

Broom of Flying: This device allows the owner to fly at Dragon speed (24"/turn). The user must know the "Word of Command" to make it function. The Broom of Flying will come up to 24" when its owner summons it with the command word. It will carry two persons but its speed is reduced by one-quarter.

Helm of Reading Magic and Languages: Wearing this helm allows the person to read any language or magical writing. It does not protect in the same way as Magic Armor, so if it is worn in combat any hit upon its wearer should be given a 10% of striking the helm and smashing it.

Helm of Telepathy: This allows the wearer to read the thoughts of any creature within 9". If his Intelligence rating is greater than that of human or humanoid creatures within the range of the helm the wearer may attempt to control their mind with suggestions implanted telepathically. Such suggestions will have a +2 effect in their liklihood of being carried out (see Vol. III for random actions of monsters). For characters in the game roll percentile dice adding 10% to the helm's wearer, and if the character fails to beat this score he will follow the suggestion. (The referee must use judgement here, for a suggestion to kill oneself would not be likely to be carried out in any event.) Treat as non-protective helm if worn into melee.

Helm of Teleportation: The Magic-User employing this helm must have a Teleportation spell in order to take advantage of this device. Having but one such spell the Magic-User can Teleport himself endlessly about the universe, but if he teleports some other person or object the helm does not function and the spell proper is used. Thus the helm is good only to transport the Magic-User himself. Treat as a non-protective helm if worn into combat.

Helm of Chaos (Law): The wearer of such a helm reverses alignment (or becomes Chaotic or Lawful if formerly Neutral). It can only be removed with the application of a spell to Dispell Magic; of course the person wearing it will make every effort to avoid removal of the helm!

Flying Carpet: This device carries up to 3 persons at a speed of 18"/turn, while one occupant will allow it to move at 30"/turn. It otherwise behaves in all respects like a Broom of Flying.

Drums of Panic: The beating of these kettle drums will cause men and fantastic creatures who fail to make their morale throw to flee in rout (for morale throw use saving throw vs. magic). Animals with fewer than 5 Hit Dice will automatically flee, as will those non-carnivorous animals with more than that number. They may be struck while moving provided they are mounted upon some form of carriage or steed. They will not effect the area immediately around them (1" radius).

Horn of Blasting: A horn whose sounding has the effect of a double bombard (see Vol. III and CHAINMAIL) on non-living materials such as walls, gates, etc. Creatures which are in its path will sustain two dice of damage and deafened for one turn if not killed. The path of sound is a cone radiating 10" from the horn and ending in a 2" base.

Gauntlets of Ogre Power: These gauntlets give the wearer the ability to strike as an Ogre and generally give his hands and arms the strength of an ogre. They do not necessarily increase hit probability however.

Girdle of Giant Strength: Wearing this device bestows the strength and hit probability (if greater than the wearer's own) of Hill Giant.

Mirror of Life Trapping: A mirror of about the size of a buckler, which traps the life-force of any human (including Elves, Dwarves and Gnomes) who looks into it. The person so trapped then remains within the mirror until released by being called forth by the Magic-User possessing the mirror or by breaking of the mirror (which releases all trapped therein). The corporeal body of trapped persons disappears/appears upon trapping/release. Undead can be trapped. Trapped persons are held in seperate areas of the mirror. They can be conversed with without releasing them. Undead are powerless within the mirror. A Mirror of Life Trapping will hold up to 20 lives. If it is openly displayed there is a 90% chance an unsuspecting creature will look full within it and be trapped. There is only a 10% chance a knowing person will be unable to avoid looking into it. The Magic-User cannot do anything else while operating the mirror, but the mirror can be set up to operate untended, such as on a wall. Range is about 1".

MAGICAL ITEMS' SAVING THROWS:

Magical items will, during the course of play, be struck by various forms of weapons. For the sake of simplicity it is generally easier to assume they survive unharmed if their wearer/user is not killed (exception, Helms). If the wearer is killed, or the items are alone, throw for them on the following table if struck by Fire (Dragon or Ball) or Lightening (Dragon or Bolt). Those items not listed should be assumed automatically destroyed.

Item --	Staff of Power	Staff of Wizardry	Fire Ball Wand Lightening Bolt Wand
Saving Throw	10	12	14*

Item --	Fire Resistance Ring	Ring of Protection	Magic Armor, Shield or Weapon (base)	+1	+2	+3
Saving Throw	10**	12		14	12	10

* minus 2 if hit by the opposite weapon it throws (fire-lightening and vice versa), so saving throw becomes 16 or better.

** minus 2 if hit by lightening so saving throw becomes 12 or better.

Roll with a twenty-side die.

ARTIFACTS: Although not otherwise mentioned, there can be included various powerful items of Law and Chaos termed Artifacts. These items are super-powerful

in comparison to listed magic and must be handled by the referee. Examples of Artifacts: Teleportation Machine; Fighter's Crown, Orb and Scepter; Magic-User's Crown, Orb and Sceptre; Cleric's Crown, Orb and Scepter; Stone Crystalization Projector, etc. If such items are included very harmful effects should be incurred by any Neutral or Oppositely aligned character who touches one. For example:

Instant Death
Paralysis (until freed by designated means)
Immediate Loss of Six Energy Levels
Immediate Loss of Four Energy Levels
Insanity for 1 Month
Take 10 Hit Dice of Damage

If saving throws are allowed they should be very limited and require a very high score.

TREASURE:

Precious Metals:

The exchange rate for precious metals is:

1 Gold Piece = 10 Silver Pieces
1 Silver Piece = 5 Copper Pieces

If Electrum is added it is optionally worth either twice or half the value of Gold. Platinum is five times more valuable than Gold if it is decided to add it to the precious metals list.

WRAITH

Gems:

The base value for gems is determined by percentile dice:

01 - 10	10 Gold Pieces
11 - 25	50
26 - 75	100
76 - 90	500
91 - 00	1000

Roll a six-sided die for every gem (or group of 5 or 10 gems where large numbers are involved); each roll of 1 indicates the gem is of the next higher catagory. Catagories above 1000 are:

5000; 10,000; 25,000; 50,000; 100,000; 500,000

Jewelry:

The base value of Jewelry is also determined by percentile dice:

01 - 20	3 six-sided dice x 100 Gold Pieces
21 - 80	1 six-sided die x 1000
81 - 00	1 ten-sided die x 1000

Metal is melted to solid lumps by fire or lightening. Fire will not destroy Gems (optionally 10% chance of destruction) but lightening will. Both will devalue Jewelry by 25%.

HEAD OF A
DRAGON TURTLE

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